

IC 4-32-10

Chapter 10. Charity Gaming Enforcement Fund

IC 4-32-10-1

"Surplus revenue" defined

Sec. 1. As used in this chapter, "surplus revenue" means the amount of money in the charity gaming enforcement fund that is not required to meet the costs of administration and the cash flow needs of the department under this article.

As added by P.L.24-1992, SEC.51.

IC 4-32-10-2

Establishment and administration

Sec. 2. The charity gaming enforcement fund is established. The commissioner shall administer the fund.

As added by P.L.24-1992, SEC.51.

IC 4-32-10-3

Deposit of fees, civil penalties, and taxes

Sec. 3. The fees, civil penalties, and tax collected by the department under this article shall be deposited in the fund.

As added by P.L.24-1992, SEC.51.

IC 4-32-10-4

Investment of fund

Sec. 4. Money in the fund does not revert to the state general fund at the end of a state fiscal year. The treasurer of state shall invest the money in the fund not currently needed to meet the obligations of the fund in the same manner as other public funds may be invested.

As added by P.L.24-1992, SEC.51.

IC 4-32-10-5

Costs

Sec. 5. There is appropriated annually to the department from the fund an amount sufficient to cover the costs incurred by the department for the purposes specified in this article.

As added by P.L.24-1992, SEC.51.

IC 4-32-10-6

Transfer of surplus revenue

Sec. 6. Before the last business day of January, April, July, and October, the department shall, upon approval of the budget agency, transfer the surplus revenue to the treasurer of state for deposit in the build Indiana fund.

As added by P.L.24-1992, SEC.51. Amended by P.L.26-1996, SEC.2; P.L.186-2002, SEC.10.